

Billiards

OWNER'S MANUAL — Please read before using this equipment.

Your RadioShack Billiards game plays like a real billiards game. Hours of fun anytime, anywhere, you can play it by yourself or with others!

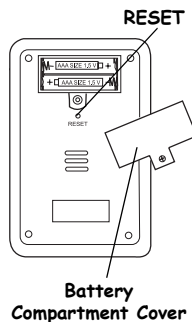
INSTALLING BATTERIES

Your game requires two AAA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

Cautions:

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.
- Dispose of old batteries promptly and properly. Never burn or bury them.

1. Use a Phillips screwdriver to loosen the screw on the battery compartment cover, then lift off.
2. Place the batteries in the compartment as indicated by the polarity symbols (+ and -) marked inside.
3. Replace the cover and tighten the screw to secure it.



When the display dims or the game stops operating properly, replace the batteries.

Note: If you do not press a button for about 3 minutes, the game automatically turns off. To resume the game, press **MODE/ON** again.

If the game is not working properly, use a pointed object to press **RESET** at the back of the game.

OBJECT OF THE GAME

The object of the game is to shoot all the billiard balls into the pockets on the table.

While playing, you can set the hitting angle and position, as well as the virtual striking power. The game automatically records the highest score. There are three different games for you to choose at anytime.

- **Single** — for one player. You lose one cue ball if the cue ball drops into a pocket or you cannot hit an object ball into a pocket for more than three shots. **GAME OVER** appears when you lose three balls.
- **Double** — for two players. The game lasts until all balls drop into the pockets. The player who can shoot the most balls into the pockets wins the game.
- **Practice** — for the beginner. You can practice using the cue ball to hit a single object ball into a pocket.

You earn two points each time you hit the object ball into a pocket. You can score up to 98 points in the Single game and up to 18 points in the Double game. No points are awarded in the Practice game.

PLAYING THE GAME

Press **SOUND** to turn the sound on and off. **)))** appears or disappears to indicate the sound is on or off.

1. Press **MODE/ON** to turn on the game. The demonstration game appears.

2. Repeatedly press **MODE/ON** to select **SINGLE**, **DOUBLE** or **PRACTICE**, then press **START** to start a new game.

3. Press **SELECT** until **ANGLE** flashes. Turn the triangle left or right to set the angle where the cue ball banks off the table rail. **ANGLE** flashes and shows the degree of the angle. **▼** appears to show where the ball contacts the rail.

4. Press **SELECT** until **HIT POSITION** flashes, then turn the triangle switch left or right to select the cue ball's hitting position.

⦿ — the cue hits the top of the ball. The ball rolls with a slight top spin.

⦿ — the cue hits the bottom of the cue ball. The ball rolls with a slight bottom spin.

⦿ — the cue hits the middle of the cue ball. The ball goes straight forward.

⦿ — the cue hits the right side of the cue ball. The ball rolls to the left.

⦿ — the cue hits the left side of the cue ball. The ball rolls to the right.

5. Pull back the cue bar until the striking power indicator reaches the desired level. Release to shoot the ball.

Note: The higher the power level, the greater the impact on the ball.

6. **GAME OVER** appears at the end of the game (except in the Practice game). Repeat Steps 2 - 5 to play a new game.

Note: In a Double game, the first player continues to hit the ball until he misses a shot, then it is the other player's turn. The corresponding score flashes to indicate whose turn it is.

Care

Keep the game dry. Use and store the game only at normal temperatures. Keep the game away from dust and dirt. Wipe it with a damp cloth occasionally to keep it looking new. Modifying or tampering with the game's internal components can cause a malfunction and invalidate its warranty.

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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